



TORNADO ALLEY

DESIGN

WORK-IN-PROGRESS
AUGUST 28TH, 2007



OVERVIEW

Tornado Alley's gameplay is centered on stylized destruction, object collection and exploration and includes various gameplay types of varying challenge and depth.

The look and feel of Tornado Alley is a unique and interesting stylization while embracing the technical merits of the next generation technology.

The initial concept development phase will focus on the Midwest location, being the area most people would associate with tornados.



THE TORNADO



STAGE 1



STAGE 2



STAGE 3



STAGE 4

Planned Locations

O. TORNADO GOD SUPER-DUPER OPEN WITH A BANG OPENING

1. MIDWEST

- a. Farmland
- b. Trailerpark
- c. Drive-in Theater
- d. Mainstreet U.S.A.

2. THE STRIP

- a. The Airport
- b. Construction Sites
- c. Area 51 / Military Madness
- d. The Strip

3. CALIFORN "EYE" ADO

- a. Suburbanado (Trackhomes)
- b. Pier /PCH (Santa Monica / Venice Pier-like, Ferris Wheel)
- c. Theme Park (Rollercoasters, House of Doom!)
- d. Hollywood (Movie Sets, trailers, etc.)

4. EUROPE

- a. The Moors
- b. Stonehenge / Castleland
- c. London Bridges

5. JAPAN

- a. Kyoto Fishing Village (Shoji Huts, Rice Fields, etc.)
- b. Okaska (Hotels, Golf Courses, Palm Trees, Bullet Trains, etc.)
- c. Tokyo 1

6. TORNADO GOD SUPER-DUPER END WITH A BANG ENDING